

# Multimedia Systems

## Lecture – 10

*By*

Dr. Priyambada Subudhi

Assistant Professor

IIIT Sri City

# JPEG

- The most important current standard for image compression is JPEG.
- This standard was created by a working group of the International Organization for Standardization (ISO) that was informally called the *Joint Photographic Experts Group* and is therefore so named.
- The human vision system has some specific limitations, which JPEG takes advantage of to achieve high rates of compression.
- The eye–brain system cannot see extremely fine detail.
- If many changes occur within a few pixels, we refer to that image segment as having *high spatial frequency* —that is, a great deal of change in (x, y) space.

- Therefore, color information in JPEG is decimated (partially dropped, or averaged) and then small blocks of an image are represented in the spatial frequency domain  $(u, v)$ , rather than in  $(x, y)$ .
- That is, the speed of changes in  $x$  and  $y$  is evaluated, from low to high, and a new “image” is formed by grouping the coefficients or weights of these speeds.
- Weights that correspond to slow changes are then favored, using a simple trick: values are divided by some large integer and truncated. In this way, small values are zeroed out.
- Since we effectively throw away a lot of information by the division and truncation step, this compression scheme is “*lossy*”
- JPEG allows the user to set a desired *level of quality*, or *compression ratio* (input divided by output).

# JPEG image with low quality specified by user.

This image is having a quality factor  $Q = 10$ . (The usual default quality factor is  $Q = 75$ ). This image is a mere 1.5% of the original size. In comparison, a JPEG image with  $Q = 75$  yields an image size 5.6% of the original, whereas a GIF version of this image compresses down to 23.0% of the uncompressed image size.



# PNG

- **PNG format:** standing for *Portable Network Graphics* — meant to supersede the GIF standard, and extends it in important ways.
- Special features of PNG files include:
  - support for up to 16 bits per pixel in each color channel, i.e., 48-bit color—a large increase.
  - Files may contain gamma-correction information for correct display of color images, as well as alpha-channel information for such uses as control of transparency.
  - The display progressively displays pixels in a 2-dimensional fashion by showing a few pixels at a time over seven passes through each 8 x 8 block of an image.
  - It supports both lossless and lossy compression with performance better than GIF. PNG is widely supported by various web browsers and imaging software.

# TIFF

- **TIFF**: stands for *Tagged Image File Format* is another popular image file format. Developed by the *Aldus Corporation* in the 1980s, it was later supported by *Microsoft*.
- The support for attachment of additional information (referred to as “tags”) provides a great deal of flexibility.
- The most important tag is a *format signifier*: what type of compression etc. is in use in the stored image.
- TIFF can store many different types of image: 1-bit, grayscale, 8-bit color, 24-bit RGB, etc.
- TIFF was originally a lossless format but now a JPEG tag allows one to opt for JPEG compression.

# EXIF

- **EXIF** (*Exchange Image File*) is an image format for digital cameras.
- It enables the recording of image metadata (exposure, light source/flash, white balance, type of scene, etc.) for the standardization of image exchange.
- A variety of tags (many more than in TIFF) is available to facilitate higher quality printing, since information about the camera and picture-taking conditions can be stored and used, e.g., by printers for possible color-correction algorithms.
- The EXIF format is incorporated in the JPEG software in most digital cameras.

# PS and PDF

- ***Postscript*** is an important language for typesetting, and many high-end printers have a Postscript interpreter built into them.
- Postscript is a vector-based picture language, rather than pixel based: page element definitions are essentially in terms of vectors.
- Postscript includes text as well as vector/structured graphics.
- Bit-mapped images can be included in output files.
- *Encapsulated Postscript files (.EPS)* add some additional information for inclusion of Postscript files in another document.
- Postscript page description language itself does not provide compression; in fact, Postscript files are just stored as ASCII.



- For files containing images, PDF may achieve higher compression ratios by using separate JPEG compression for the image content.
- Another text + figures language has superseded or at least paralleled Postscript: Adobe Systems Inc. includes LZW compression in its *Portable Document Format (PDF)* file format.
- PDF files that do not include images have about the same compression ratio, 2:1 or 3:1, as do files compressed with other LZW-based compression tools.
- A useful feature of the Adobe Acrobat PDF reader is that it can be configured to read documents structured as linked elements, with clickable content and handy summary tree-structured link diagrams provided.

# Some Other Image Formats

- **Microsoft Windows: WMF (*Windows MetaFile*):** the native vector file format for the Microsoft Windows operating environment:
  - 1. Consist of a collection of GDI (Graphics Device Interface) function calls, also native to the Windows environment.
  - 2. When a WMF file is “played” (typically using the Windows `PlayMetaFile()` function) the described graphics is rendered.
  - 3. WMF files are ostensibly device-independent and are unlimited in size.

- **Microsoft Windows: BMP** (*Bitmap image files*): the major system standard graphics file format for Microsoft Windows, recognized by many programs. Watch it!: there are many sub-variants within the BMP standard.
- **Netpbm Format:** PPM (Portable PixMap), PGM (Portable GrayMap), and PBM (Portable BitMap) belong to a family of open source Netpbm formats. These formats are mostly common in the linux/unix environments.

# PTM

- PTM (*Polynomial Texture Mapping*) is a technique for storing a representation of a camera scene that contains information about a set of images taken under a set of lights that each have the same spectrum (say, a xenon flash), but with each light placed at a different direction from the scene. PTM was invented at Hewlett-Packard.

- **a** 50 input images for PTM: lights individually from 50 different directions  $\mathbf{e}_i$ ,  $i = 1 \dots 50$ ; **b** interpolated image under new light  $\mathbf{e}$

(a)



(b)

